STAR WARS®

GALAXY GUIDE 13

ROGUE ONE

MISFIT TOYS

A long time ago, in a galaxy far, far away...

Darkness is falling across the galaxy.

With the destruction of the Jedi Order, there are few willing to stand against the rising tide of the **GALACTIC EMPIRE'S** tyranny. Expansion, occupation, and exploitation are the order of the day.

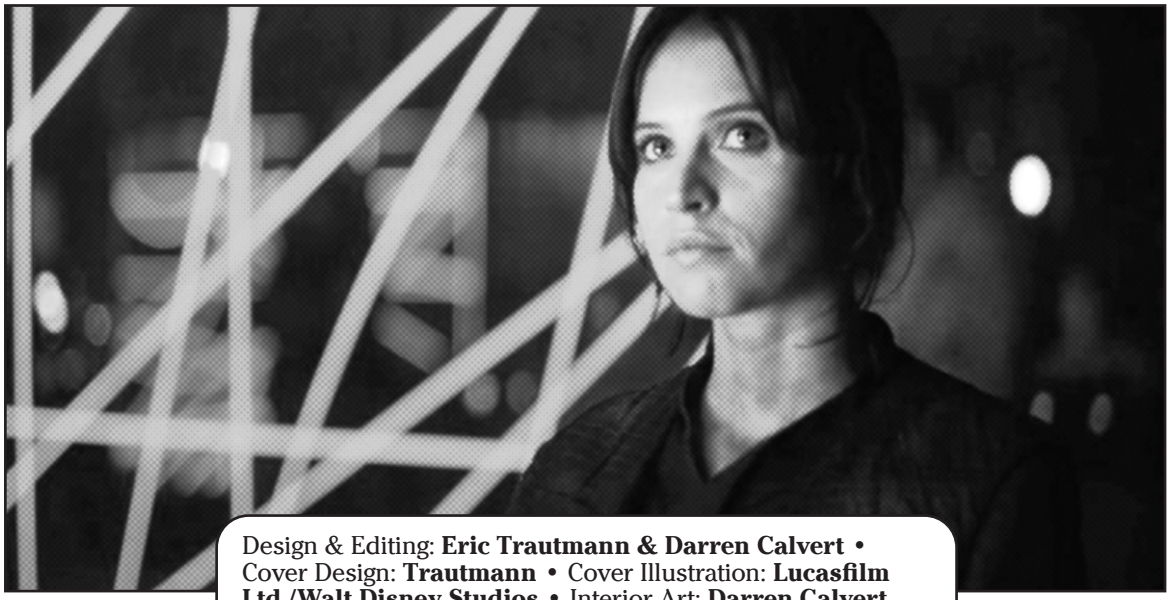
The fledgling **REBEL ALLIANCE**—a loose coalition of resistance cells on the verge of collapse into acrimony and fear—desperately fans the dying embers of hope. If there is to be restoration of galactic justice, mercy, or freedom, it may fall to this unlikely band of rogues and spies and saboteurs.

Amidst this turmoil, a new threat emerges: rumors of an Imperial planet-killer weapon have reached the Rebellion, a weapon that will terrify the galaxy into Imperial subjugation: a superweapon with the ominous name **DEATH STAR**....

STAR WARS®

The Wholly Unofficial
GALAXY GUIDE 13
ROGUE ONE

by Darren Calvert & Eric Trautmann
for use with the *Star Wars Roleplaying Game*, 2nd Edition
(D6 system) as published by West End Games



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Introduction

"They were in the wrong place at the wrong time. Naturally they became heroes."

—Leia Organa of Alderaan, Senator

The Empire has come to the Outer Rim Territories.

Stormtroopers march through the streets and alleys of the Ring of Kafrene. Imperial laborers plunder holy sites, seeking Jedi relics and hoarding kyber crystals. Star Destroyers cast their oppressive shadows over cities and starports throughout the Rim. TIE Fighters howl through the skies.

The innocent walk with their heads down, their movements furtive, fearing the click of a helmet comm, and the distorted, harsh sound of a stormtrooper's order to halt. One wrong word, and one can find oneself breaking rocks in a Wobani prison camp.

There is no hope.

There is no freedom.

There is only the endless toil for the glory of the Empire.

Rogue One

The tyranny of Sheev Palpatine's Galactic Empire is expanding beyond the antiseptic corridors of power in the Core Worlds, out into the Outer Rim Territories, and the Western Reaches. As the fallen Jedi Order is quickly forgotten, Imperial forces have free reign to strip former Jedi temples, in search of kyber crystals—the living stones that are integral to that most elegant of weapons, the lightsaber.

The kyber crystals are more than just energy sources, however; they are the most important component of the Emperor's dreaded superweapon, the Death Star, a moon-sized battle station that, when completed, can pulverize entire planets, leaving only sorrow and debris in its wake.

Standing against Palpatine's Empire is the Alliance to Restore the Republic—a loose collective of various Rebel cells, fearful and squabbling amongst themselves. With the Death Star, Palpatine seeks to quell this rebellion, paralyzing it with terror.

The Holy City of Jedha has fallen under Imperial occupation, and only a ragtag band of resistance fighters led by Saw Gerrera—a lifelong foe of oppression, who's methods are perhaps too extreme even for the Rebel Alliance—stand in their path.

It is a dark time for the Rebellion.

It is a dark time for the galaxy.

Amidst such shadows, it will take an audacious act of hope and courage to light a spark of resistance that, over time, may become the inferno that burns Palpatine's evil schemes to the ground...

About This Book

Galaxy Guide 13: Rogue One is an unofficial guidebook to the Rebel Alliance characters featured in the movie *Rogue One: A Star Wars Story*, for use with *Star Wars: The Roleplaying Game, Second Edition, Revised and Expanded*.

Alliance Operatives

Jyn Erso

Jyn Erso was a human female in her early twenties, born on the planet Vallt during the early days of the Clone Wars. Her parents, Galen and Lyra Erso, were captured by the Valltii natives who believed Galen was a Republic spy—the tribal Valltii had joined the Separatist movement (more out of opportunism than any true belief in the Confederation of Independent Systems). The Valltii hoped to "convince" Galen Erso to work for them on military projects, and Lyra Erso's imprisonment was intended to coerce his cooperation. Consequently, Jyn was born in a Valltii prison compound.

Eventually, a release for the Ersos was arranged (in part by Orson Krennic, an old acquaintance of Galen Erso who believed he could leverage Galen's talents in order to claw his way upwards through Republic—and later, Imperial—special weapons development projects).

The Erso family, driven in part by Galen's reluctance to engage in politics or work with the military, moved from place to place, trying (and for a time, succeeding) to avoid entanglement in the growing intergalactic conflict.

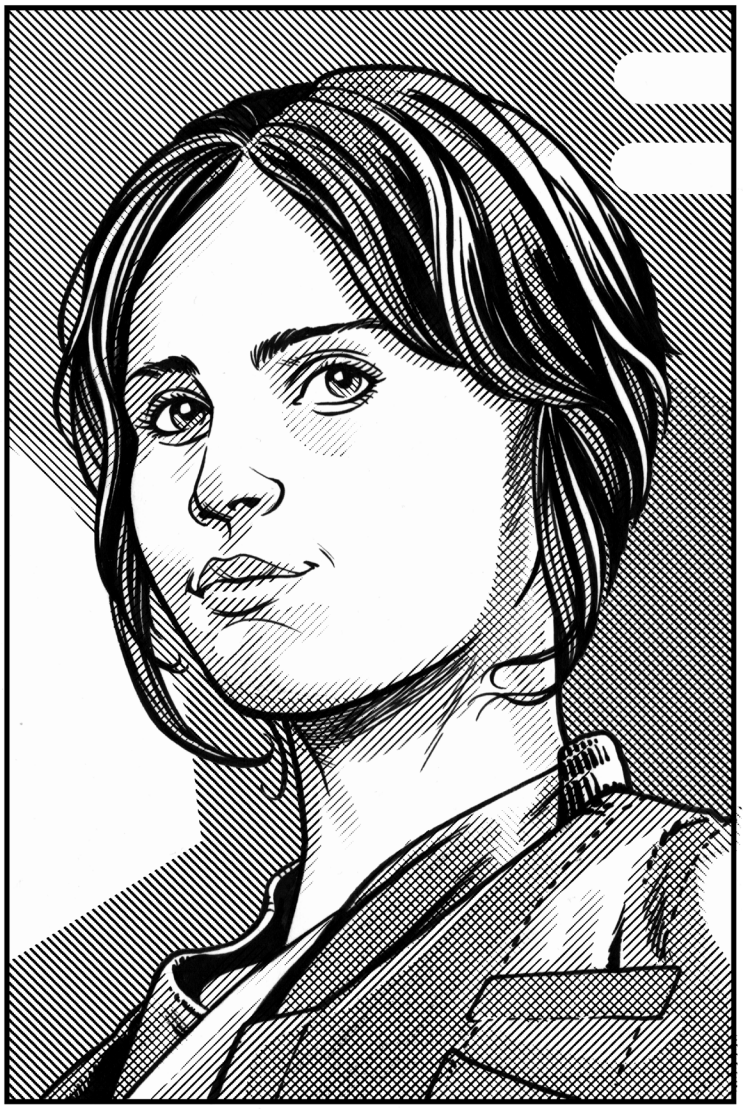
After the events on Vallt, many within the Republic questioned Galen Erso's loyalty, mistaking his political indifference for guilt. Ultimately, Orson Krennic arranged for the continuance of Erso's research into energy production methods (methods that would later be repurposed as weapon technology, included the Death Star's super laser).

The recruitment moved the family to Coruscant, but ultimately Erso abandoned his work, concerned that what he intended to be a means of supplying abundant energy to the galaxy would be perverted into weaponry. Fleeing, with the assistance of Saw Gerrera, the Ersos went into hiding as subsistence farmers on a remote Outer Rim world, Lah'Mu, when Jyn was a child.

Eventually, Orson Krennic located the scientist, and attempted to retrieve him. In a pre-planned escape, Jyn ran to a concealed hiding place to await extraction by Saw Gerrera, the leader of a rebel resistance cell and an Erso ally.

Galen was taken, and Lyra Erso was killed while resisting Krennic's forces.

Jyn spent years traveling with Saw Gerrera, learning hit-and-run tactics and a fierce self-reliance. She eventually left Gerrera—many within Gerrera's movement would have turned on her had it become known her father was now an Imperial weapons developer—and traveled the Outer Rim.



Darren Calvert

Operating under numerous aliases—"Liana Hallik," "Tanith Ponta," "Kestrel Dawn," among others—she had one goal: survival. Feeling abandoned by her family and, later, by Saw Gerrera, she became an apolitical chaos agent, stealing weapons, forging documents, and committing numerous other crimes to get by,

A lifetime of combat training by Saw Gerrera and of subsistence crime on the various mean streets of the Outer Rim have honed Jyn's fighting

prowess—she is a dangerous and tenacious hand to hand combatant, an excellent shot, and is proficient in all manner of lockbreaking, computer slicing, and stealth.

She is also reckless and occasionally overconfident, which led to capture, arrest, and sentencing to the Imperial labor camp on Wobani.

Alliance Intelligence, learning of reports placing Galen Erso at the head of a secret Imperial weapons project, rescued Jyn from Wobani. Though she had no love for the Alliance, she agreed to help upon learning that her father, whom she believed was dead, was still alive and working for the Empire.

Placed in Captain Cassian Andor's custody, they travel to Jedha to make contact with Saw Gerrera's insurgent group; there, she learned of the flaw Galen Erso had hidden inside the Death Star, via a holographic recording delivered to Gerrera by pilot/defector Bodhi Rook.

A surprise weapons test of the Death Star forced the group—including Rook, Guardians of the Whills Baze Malbus and Chirrut Îmwe, Cassian Andor, and reprogrammed Imperial security droid K-2SO—to flee, though the holorecording was lost in the devastation.

To verify Galen Erso's claims, the group traveled to Eadu, home of Galen Erso's project facility, but the elder Erso was killed during an Alliance starfighter strike on the base.

Jyn attempted to convince the Rebel Alliance that her father's message about the flaw within the Death Star was actionable intelligence, and they should strike immediately; the Alliance commanders, squabbling and at odds, could not decide on a course of action.

Jyn, Andor, Rook, Malbus, Îmwe, and K-2SO—accompanied by a unit of Rebel special forces Pathfinders—volunteered to undertake an unauthorized raid on an Imperial data vault on the fortress world, Scarif, to recover the plans for the Death Star; if successful, the Alliance would then be able to confirm Galen Erso's hidden trapdoor and allow them to destroy the Empire's super weapon.

The group, dubbed "Rogue One" by Bodhi Rook, departed for Scarif in a commandeered Imperial shuttle, and infiltrated and attacked the facility. The Death Star plans were acquired and transmitted to an Alliance fleet that arrived overhead—a scrambled fleet deployed by some factions of the Rebellion.

Jyn Erso

DEXTERITY 3D
Blaster 4D+2, blaster: blaster pistol 7D+2, brawling parry 6D, energy weapons 6D, firearms 5D+2, melee combat 5D, melee combat: knife 6D, melee combat: tactical baton 7D, melee parry 6D+2, pickpocket 6D, running 7D, vehicle blasters 6D
KNOWLEDGE 3D
Alien species 6D, cultures 5D, cultures: Outer Rim 6D, languages 6D, planetary systems 5D, planetary systems: Outer Rim 7D, streetwise 5D, streetwise: criminal organizations 7D, survival 6D, tactics 6D, value 7D, willpower 7D
MECHANICAL 2D+1
Astrogation 4D+1, ground vehicle operation 4D+1, repulsorlift operation 5D+1, space transports 5D+1
PERCEPTION 4D
Bargain 6D, command 6D, con 7D, forgery 6D, forgery: Imperial documents 6D+2, hide 6D, persuasion 6D, search 6D, sneak 7D
STRENGTH 3D
Brawling 6D, climbing/jumping 6D+2, stamina 6D
TECHNICAL 2D+2
Armor repair 4D+2, blaster repair 4D+2, computer programming/repair 5D+2, demolition 5D+2, first aid 4D+2
Special Abilities: None.
Move: 10
Force Points: 3
Character Points: 17
Equipment: BlasTech A-180 blaster pistol (Ammo: 50, Range: 3–10/30/120, Damage: 4D), tactical baton (collapsible, Damage: *Strength* +2D), comlink, nondescript utility clothing, mechanic's vest, kyber crystal pendant.

Captain Cassian Andor

Captain Cassian Andor was a male human from the Outer Rim world, Fest. During the Clone Wars, Cassian joined a Separatist-backed insurgent cell—a child soldier battling AT-ATs with little more than rocks and other improvised, primitive weapons.

Later, he was recruited into the Alliance to Restore the Republic by General Dravits Draven, one of Andor's many dichotomies; the child soldier intent on toppling the rising militarism of the Republic later joining a resistance bent on re-establishing that same Republic is, on the surface, contradictory. Clearly, Andor's true enemy is power concentrated in authoritarian hands.

After joining the Alliance, Andor earned a reputation as a cunning and clever intelligence officer, determined to carry out his orders at any cost. Ultimately, he was stationed at the Alliance base on Yavin IV, heading up the field teams of their Massassi unit—engaging in sabotage, assassination, and reconnaissance missions.

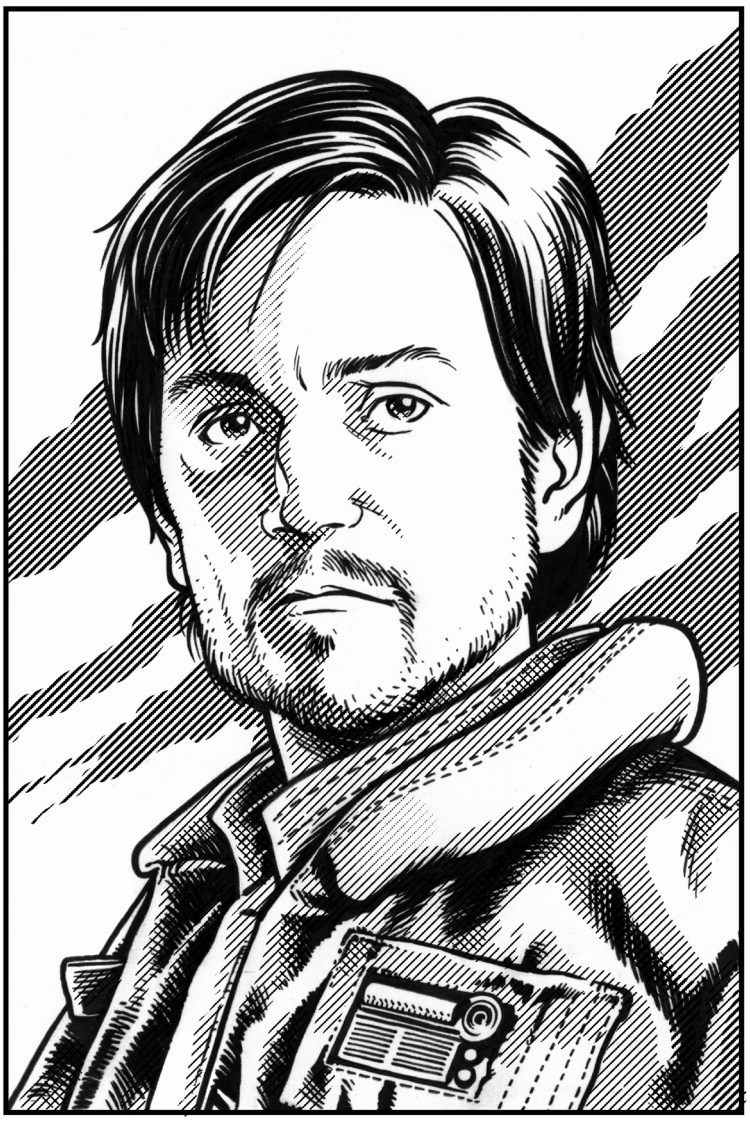
Dispatched to the Ring of Kafrene to meet an Alliance spy within Saw Gerrera's ranks, Tivik, Andor learned of the existence of an Imperial superweapon project, and its links to scientist Galen Erso, via a defecting Imperial cargo pilot captured by Saw Gerrera's insurgency on Jedha.

Under orders from General Draven, he spearheaded the rescue of Galen Erso's daughter, Jyn, from Imperial captivity on Wobani, with the goal of leveraging the young woman's prior relationship with Saw Gerrera to learn more about the superweapon. Later, he participated in Operation Fracture, with the goal of assassinating Galen Erso at a secret Imperial weapons development facility on Eadu.

Andor chose not to carry out these orders; a subsequent Alliance starfighter strike killed Galen Erso.

Cold and calculating in the field, Andor is privately haunted by some of the ruthless and morally questionable actions he's been required to take, though his commitment to the Rebellion is undeniable.

Following the mission to Eadu, Andor and Jyn Erso led an assault team on an Imperial data vault on Scarif, assisting in the capture of the plans for the Death Star.



Darren Calvert

Captain Cassian Andor

DEXTERITY 3D+1
Blaster 6D+2, blaster: Blastech A280-CFE 7D+2, brawling parry 5D+2, dodge 5D, grenade 6D, melee combat 5D+1, melee parry 5D+2
KNOWLEDGE 3D+1
Alien species 6D, bureaucracy 6D, cultures 6D, streetwise 9D+1, survival 8D, tactics 8D, value 7D+2
MECHANICAL 3D
Astrogation 5D, repulsorlift operation 6D, sensors 5D+2, space transports 6D, starfighter piloting 5D
PERCEPTION 3D+2
Command 7D, con 7D, disguise 7D, forgery 6D+2, hide 7D, investigation 7D, persuasion 7D, search 6D+2, sneak 7D+2
STRENGTH 2D+2
Brawling 5D, brawling: martial arts 6D, climbing/jumping 5D+2, stamina 7D,
TECHNICAL 2D
Blaster repair 5D, demolitions 6D, computer

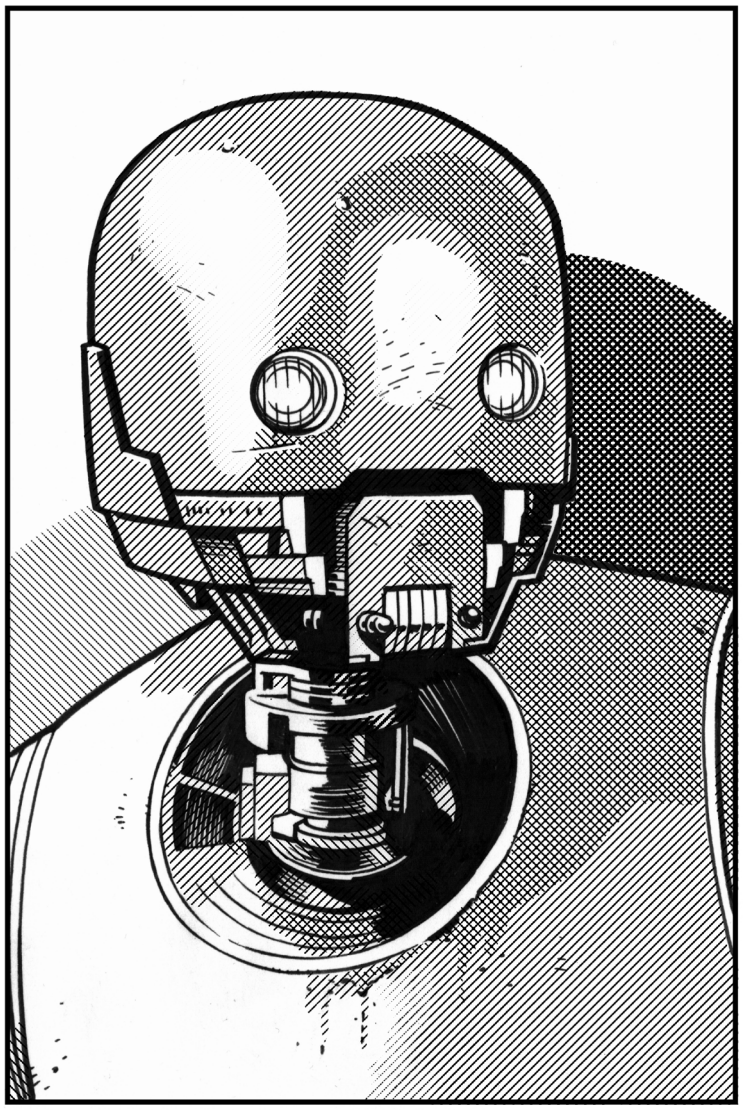
programming/repair 6D, droid programming 6D, droid repair 5D+2, encryption 5D, first aid 5D, security 7D, space transports repair 6D
Special Abilities: None
Move: 10
Force Points: 1
Dark Side Points: 2
Character Points: 16
Equipment: Blastech A280-CFE multipurpose blaster (Mission configurable, requires a successful Moderate *blaster repair* check and one combat round to change.) *Mode A* (pistol): Ammo: 100, Range: 3–25/50/250, Damage: 4D; *Mode B* (assault weapon): Ammo: 50, Rate of Fire: 2, Range: 3–30/100/300, Damage (single shot): 5D; In "constant fire" mode, the weapon emits five shots per combat round (requiring only one roll), giving a +1D blaster skill bonus to hit, but reducing damage by -1D. *Mode C* (sniper): Ammo: 100, Rate of Fire: 2, Range: 2–50/150/500, Damage: 5D, +1D to *blaster* skill if targeting/ranging scope is used), personal identifier transponder (sewn into jacket; also contains "lullaby" suicide pill), various forged identity documents ("Willix," government agent/Ord Mantell; "Aach," Senatorial contact/ Darknell; "Joreth Sward," Assistant to Imperial Admiral Grendreef), lockbreaking kit (+1D to *lockpicking*),six blaster packs (100 shots each, in compressed elation gas ampules), flight jacket, fatigues, 85 Imperial credits, encrypted comlink, medical kit.

K-2SO

K-2SO is an Arakyd Industries KX-series security droid that has been liberated from Imperial service and reprogrammed by Captain Cassian Andor. The KX-series—in order to allow the manufacturer to circumvent Imperial laws prohibiting the creation of combat automatons—was designed with extremely pro-Imperial programming, limited personality programming, and few qualms about inflicting harm on living beings.

Following his reprogramming, K-2SO is loyal to the Rebel Alliance, and to Captain Andor in particular, though the extraction of his pro-Empire code has led the droid to exhibit a quirky, sarcastic personality.

Currently attached to the Massassi Rebel Alliance cell, his presence causes some consternation among the Rebel ranks, who are skeptical about the permanence of Andor's removal of the droid's Imperial loyalties.



Darren Calvert

K-2SO

DEXTERITY 3D+2

Blaster 6D, brawling parry 5D_2, dodge 7D+2, grenade 7D+2, running 6D+2, melee weapons 5D+2, melee weapons: data spike 6D+2, thrown weapons 6D

KNOWLEDGE 2D+1

Bureaucracy 4D, bureaucracy: Imperial security 6D+1, law enforcement 4D+1, law enforcement: Imperial law 6D+2, tactics 6D+2, tactics: strategic analysis 10D+1, tactics: probability calculation 10D+2

MECHANICAL 2D+2

Astrogation 4D+2, communications 3D, ground vehicle operation 4D+2, repulsorlift operation 5D, space transports 3D+2, space transports: Imperial transports 6D+2, starship gunnery 4D+2

PERCEPTION 3D+1

Gambling 3D+2, gambling: tactical odds calculation 7D+1, intimidation 5D, investigation 5D, search 5D+1, sneak 5D+1

STRENGTH 5D

Brawling 7D, lifting 7D, stamina 7D

TECHNICAL 2D

Blaster repair 6D, computer programming repair 5D+2, security 6D,

Equipped With:

Armor: Carboplast-composite shell adds +3D protection against physical attacks, +2D versus energy attacks.

Integral Data Spike: A computer access spike, concealed within K-2SO's fist, adds +1D to *computer programming/repair rolls* or computer based *security* rolls.

Behavior alteration: After Cassian Andor removed K-2SO's pre-installed, pro-Imperial programming, the droid is no longer required to obey Imperial commands. However, this has created a personality quirk in which K-2SO frequently offers unwelcome and impolitic commentary (giving a -1D penalty to *persuasion* attempts on individuals who have become accustomed to K-2SO's behavior and a +1D bonus to *intimidation* on Rebel Alliance personnel).

Imperial flight protocols: K-2SO has been programmed with the ability to fly more than 40 Imperial transport craft. He receives a +1D *space transports* bonus to operating such ships in and around other Imperial vessels and attempts to infiltrate Imperial flight patterns.

Articulator ring joints and servo-drivers: The KX-series is notable for it's agility and movement speed. This system provides a +1D bonus to *running*, *brawling parry*, *melee parry*, and *dodge* attempts.

Move: 20

Size: 2.1 meters tall

Chirrut Îmwe

Darren Calvert

Chirrut Îmwe was a male human in his fifties, born on Jedha. Îmwe was a member of the religious order, the Guardians of the Whills. The group of warrior-monks was dedicated to preserving the Temple of the Whills in Jedha's Holy City, and felt a special kinship with the Jedi order and to the Force.

Following the Imperial occupation of the planet and the seizure and ransacking of the temple, Îmwe and the others of his order were without a cause. After the loss of the temple, Îmwe and Baze Malbus—another Guardian and Îmwe's constant companion—lingered in the Holy City, begging for alms and promising "visions" for coins, selling trinkets, and scratching out a meager existence under the watchful gaze of the Empire.

At the same time, Îmwe still follows the tenets of his order, righting perceived wrongs and generally making trouble for Imperials and helping those struggling under the occupation where they can. Where Malbus' faith has been damaged by recent events, Îmwe's faith continues to flourish—much to Malbus' irritation.

Lean and spare, Îmwe is a dangerous hand-to-hand combatant, a practitioner of a martial art called zama-shiro, "the inward eye of the outward hand." Despite his blindness, Îmwe seems to know just where to be and where to strike, either with his hands, feet, or staff. Though he claimed that reliance on the Force to guide his hand, he also carries an echo box, a small scanning device that signals the position of various obstacles. In any case, his blindness often lulls opponents into overconfidence, wrongly believing the Guardian is no threat.

Chirrut Imwe

DEXTERITY 3D
Archaic weapons 4D, archaic weapons: light bow 7D+2, dodge 10D, dodge: energy weapons 10D+2, brawling parry 8D, brawling parry: martial arts 10D, melee combat 9D, melee combat: staff 12D, melee parry 10D
KNOWLEDGE 3D+2
Alien species 8D+2, cultures 8D+2, religion 4D+2, religion: Tenets of the Whills 11D, streetwise 5D, streetwise: Holy City of Jedha 10D+2, value 8D, willpower 8D, willpower: vs persuasion 9D, willpower: vs intimidation 10D
MECHANICAL 2D+1
Sensors 3D, sensors: echo box 8D
PERCEPTION 3D
Bargain 8D, con 8D, hide 7D, persuasion 9D
STRENGTH 4D
Brawling 6D, brawling: martial arts (zama-shiro) 13D, stamina 10D
TECHNICAL 2D
Blaster repair 4D, blaster repair: light bow 8D, first aid 5D, machinery repair 4D
Special Abilities:
Blind: Chirrut Îmwe is blind, so is immune to vision based attacks, but requires the use of his remaining senses (and an echo box) to move through his environment.
Zama-shiro Martial Arts: Chirrut Îmwe is a practitioner of zama-shiro martial arts, and has

access to several special attacks (see *Rules of Engagement: The Rebel Specforce Handbook*, pages 116–118 for more information). Îmwe has mastered the following abilities as part of his martial arts training:

Blind Fighting: On a successful Very Difficult *martial arts* roll, Îmwe ignores the effects of blindness and suffers no blindness penalty.

Disarm: On a successful Moderate *martial arts* roll, Îmwe can disarm an opponent (provided the attack is not *parried* or *dodged*).

Footsweep: On a successful Moderate *martial arts* roll, Îmwe can knock an opponent to the ground; the target must remain prone for the duration of the combat round.

Hold/Grapple: On a successful Moderate *martial arts* roll plus an opposed *Strength* roll, Îmwe can hold or move an opponent.

Instant Knockdown: On a Moderate *martial arts* roll (provided the attack is successful and not *parried, dodged,* or *blocked*), Îmwe can knock an opponent to the ground. The target must either wait one round to stand or suffer multiple action penalties.

Instant Stand: On a Moderate *martial arts* roll, Îmwe can, if knocked down, return to his feet without a multiple action penalty. This is a reaction skill.

Multiple Strikes: On a successful Moderate *martial arts* roll, Îmwe can deliver a second attack with no multiple action penalty, delivering 3D damage.

Reversal: If Îmwe makes a successful opposed *Strength* or *martial arts* roll (whichever is higher), he can break an opponent's hold or grapple and hold the target immobile (or deliver another technique). This is a reaction skill.

Spinning Kick: On a successful Moderate *martial arts* roll, Îmwe can deliver a spinning kick, adding +1D to damage. Failure to meet the difficulty number results in a critical failure, rendering Îmwe off balance or vulnerable to attack.

Weapon Block: On a successful Moderate *martial arts* roll, Îmwe can block a *melee* attack, even without a melee weapon of his own; treat as a *melee parry*.

Move: 10
Force Points: 14
Character Points: 22
Equipment: Guardian of the Whills kasaya robes, staff (with luma-headpiece; *Strength* +1D), light bow (Ammo: 10, Range: 3–25/50/250, Damage: 6D), echo box (vibrates to indicate presence of obstacles), religious trinkets.

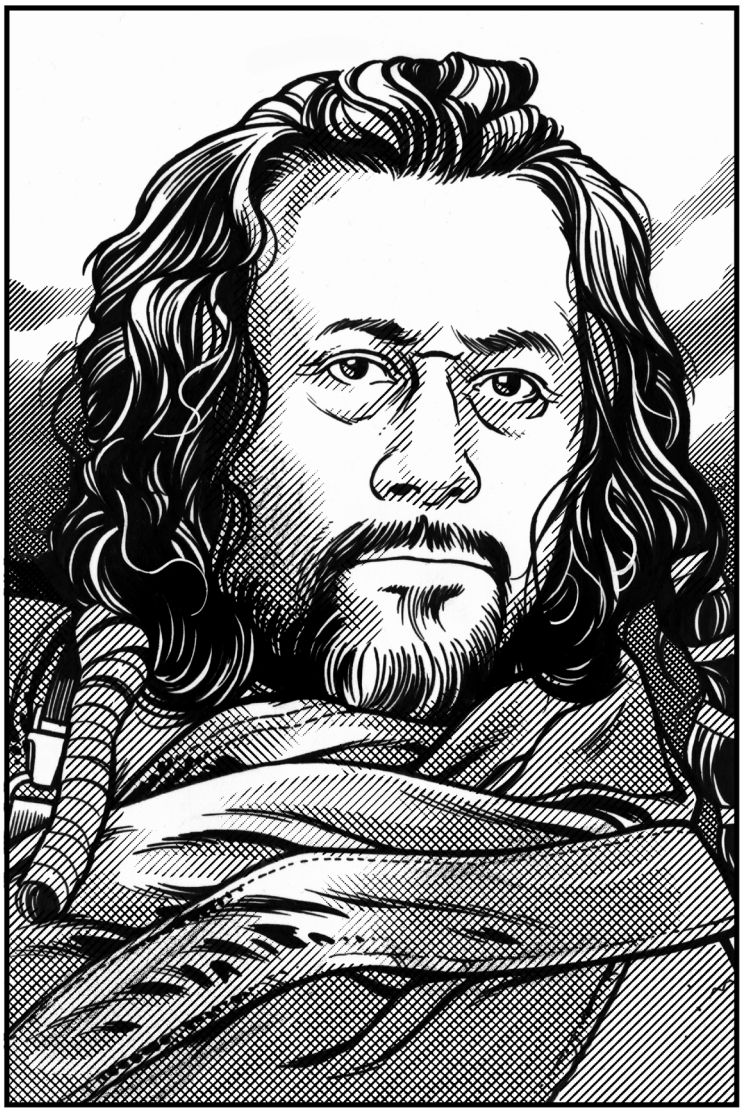
Baze Malbus

Baze Malbus was, like his constant companion Chirrut Îmwe, a member of the mysterious religious order, the Guardians of the Whills , devoted to protecting the Temple of the Whills in the Holy City of Jedha.

With the seizure and ransacking of the temple during the Imperial occupation of the Holy City, Baze found himself adrift, his faith badly damaged, and his anger stoked to a killing blaze. Gruff and embittered, Baze nonetheless stays close to Chirrut Îmwe, despite Îmwe's good humor and constant recitations of Guardian mantras.

With the rise of the Empire, Malbus finds himself at something of loss, feeling powerless in the face of the occupation of Jedha—so much so that he sympathizes with the violent insurgency thast Saw Gerrera has brought to the Holy City.

Malbus is physically imposing, with long, unkempt hair, and piecemeal battle armor. Where Îmwe is graceful and lithe, Malbus is like a human AT-AT—striding confidently into battle and delivering withering firepower from the modified illegal repeating blaster he favors.



Darren Calvert

Baze Malbus

DEXTERITY 3D+2
Archaic guns 5D+2, blaster 5D+2, blaster: repeating blaster 7D+2, brawling parry 6D, dodge 5D, firearms 6D+2, melee combat 6D, melee parry 7D, missile weapons 7D, vehicle blasters 7D
KNOWLEDGE 2D+2
Alien species 6D, cultures 7D, intimidation 8D, languages 5D+2, law enforcement 5D+2, streetwise 6D, streetwise: Holy City of Jedha 8D, survival 6D, tactics 7D, willpower 7D
MECHANICAL 2D+2
PERCEPTION 2D+1
Command 6D, search 6D+2
STRENGTH 3D+2
Brawling 6D, lifting 7D, stamina 7D
TECHNICAL 3D
Archaic gun repair 6D, armor repair 7D, blaster repair 7D, blaster repair: light bow 7D+2, demolition 6D, first aid 6D, melee weapon repair 6D+2
Special Abilities: None
Move: 10
Force Points: None
Dark Side Points: 1
Character Points: 24
Equipment: Quad-folded plastoid polymer armor (provides Strength +1D protection against physical attacks, Strength +1 versus energy attacks), dust and weather shroud, illegally modified repeating blaster (Two fire modes: one combat round to change.) *Mode A* (overcharge; by actuating a pump mechanism on the weapon, it draws a massive overcharge from the weapon's generator mounted on Malbus' back; it takes one round to pump the weapon; multiple action penalties apply; on a "1" on the Wild Die, the weapon can overheat for 1D combat rounds): Ammo: 10, Range: 3–10/25/100, Damage: 7D; *Mode B* (assault weapon): Ammo: 10, Rate of Fire: 2, Range: 3–20/75/150, Damage: 5D; In "assault weapon" mode, the weapon emits five shots per combat round (requiring only one roll), giving a +1D *blaster* skill bonus to hit, but reducing damage by -1D.

Bodhi Rook

Bodhi Rook was born on Jedha—the storied moon that has become a destination to pilgrims of various faiths from throughout the galaxy. As a teenager, Rook earned a modest living repairing repulsorlift craft and ferrying various visitors throughout Jedha's Holy City.

After the Imperial occupation of Jedha and unregulated taxi services where shut down, Rook was forced to take whatever jobs he could; due to his mechanical aptitude, he was conscripted as a flight technician for the numerous cargo craft ferrying kyber crystals from the ransacked Temple of the Whills to the Empire. Privately horrified by the deprivation inflicted upon his people, Rook distracted himself, reasoning that there was little he could do to prevent it.

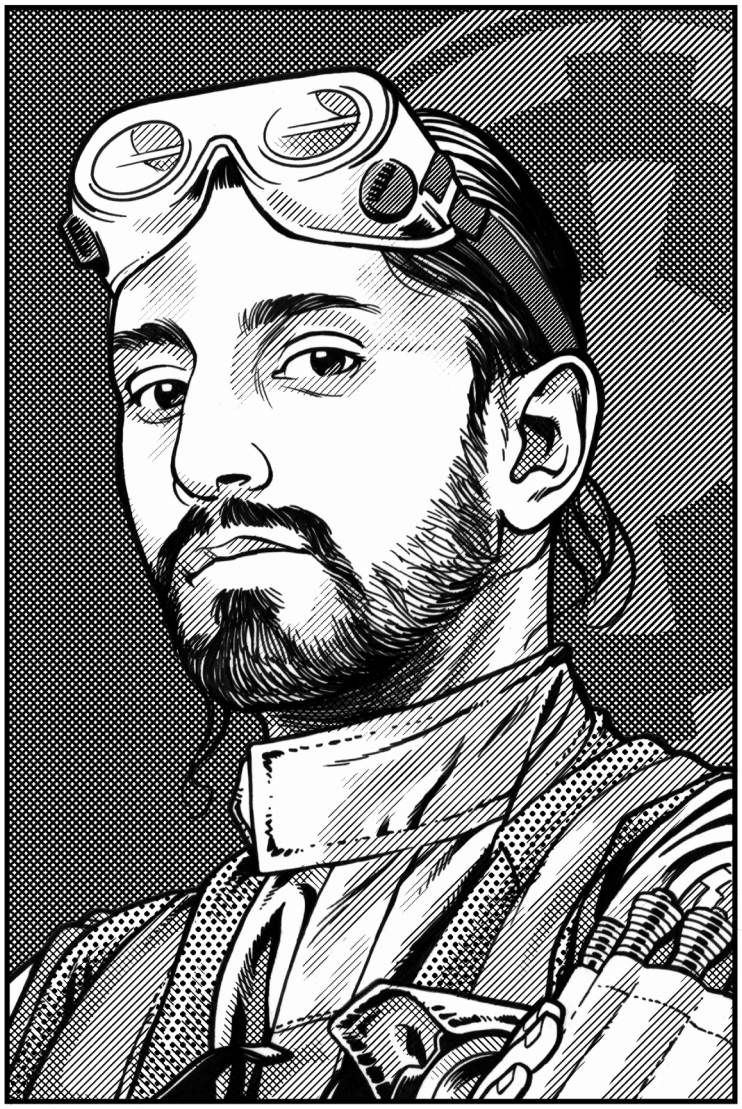
During a routine cargo flight, the shuttle's pilots experienced a control system malfunction during the docking procedure with an orbiting Star Destroyer, the *Menace*. Before the Menace could activate emergency tractor beams, the cargo ship suddenly righted itself and executed a perfect landing, despite heavy damage to the ship's stabilizers and landing gear.

Upon investigation, it was revealed that the ship's conscript flight tech—Bodhi Rook—had sliced into cockpit controls via a maintenance terminal, and executed the landing, preventing further damage. Rook was promoted to flight status, received additional flight training, and was tasked with carrying out a regular cargo run from Jedha to a remote Imperial research station on Eadu.

At Eadu, he met captive Imperial scientist Galen Erso. The pair became unlikely friends, and it was Erso who recruited Rook to deliver intelligence about a secret super weapon—the Death Star—to insurgent leader Saw Gerrara, and hopefully, the Rebel Alliance.

No longer able to distract himself from the reality of the Empire's oppression, the soft-spoken pilot defected, finally ending up in Gerrera's hands. The insurgent leader—suspecting Rook was part of an Imperial trap—subjected the young pilot to severe and relentless interrogation (including exposure to a creature called a "borgullet," which can, through biochemical secretions and a unique synaptic link, force the truth from reluctant subjects; that exposure can cause disorientation, paranoia, and even madness in the subject).

While in Saw Gerrera's captivity, Bodhi encountered—and was eventually rescued—by Chirrut Imre, Baze Malbus, Cassian Andor, and Jyn Erso, narrowly escaping the destruction inflicted on Jedha by a weapons test of the Death Star.



Darren Calvert

Rook piloted the team to Eadu, then Yavin, hoping to secure confirmation of scientist Galen Erso's message that indicated an exploitable weakness hidden within the Death Star's systems. Ultimately, the Rebel Alliance was unconvinced by their efforts, prompting Jyn Erso to lead an unauthorized mission to retrieve the Death Star plans from an Imperial data vault on the fortress world, Scarif. While stealing a captured Imperial cargo shuttle, Rook coined the team name, "Rogue One."

Bodhi Rook

DEXTERITY 3D
Dodge 5D, running 4D
KNOWLEDGE 2D
Bureaucracy 4D, bureaucracy: Imperial space

traffic protocols 7D, planetary systems 6D+2, streetwise 5D

MECHANICAL 4D

Astrogation 7D, communications 6D, repulsorlift operation 7D, space transports 7D, starship shields 7D

PERCEPTION 2D*

Bargain 4D, con 4D, hide 5D

STRENGTH 3D

TECHNICAL 3D

Communications repair 6D, computer programming/repair 6D, space transports repair 7D

Special Abilities:

* *Bor Gullet exposure*. As a result of his exposure to the psychic interrogation by the creature, Bor Gullet, Rook has suffered psychological damage, and any *Perception*-based skills suffer a -1D penalty.

Move: 10

Force Points: 1

Character Points: 8

Equipment: Web harness, Neurosaav TE1.3 Quadnoculars (+2D to *search*), diagnostic cylinders, comlink, wrist comlink, medpac, Imperial issue cargo tech toolkit, goggles, rain poncho, Imperial cargo pilot coveralls.

STAR WARS®

GALAXY GUIDE 13

ROGUE ONE

by Eric Trautmann & Darren Calvert

In the dark times after the fall of the Old Republic, the Emperor's forces begin to push deeper into the Outer Rim Territories. Those who resist find themselves helpless beneath the crushing weight of oppression.

The Rebel Alliance—little more than a loose coalition of bickering resistance groups—struggles as much with dissent from within as with the growing might of the Galactic Empire.

And now, word spreads of an Imperial weapon capable of destroying entire worlds in an eyeblink, a weapon called the Death Star...

Galaxy Guide 13: Rogue One is an unofficial homage to the classic West End Games *Star Wars Roleplaying Game*, and features artwork, game statistics, and character histories of the key Rebel characters in the feature film *Rogue One: A Star Wars Story*. May the Force be with you!

A STAR WARS® SUPPLEMENT

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